Project 145

DP EDUCATION

Coding School





LIVEWORKSHEETS

❖ Let's create a Game

❖ First, download the sprite needed to create the game to the computer using the Google driver link below.
https://drive.google.com/drive/folders/16lY8UBag41kS6TrPGd-sihnI8XA_psxV?usp=sharing

❖ First, let's make the design as follows.

❖ First add the sprite called Box 1 using upload sprite.



- Let's add the costumes for the Box1 sprite as follows.
- Then click on the costumes tab and add the sprites Box 2, Box3, Start 1, Start 2 and Start 3 using upload costumes.
- Then the images collected for the costumes will be displayed as shown in the image below.
- Set the X position, Y position and size for the Box 1 sprite as follows.



❖ Add the sprite named Key a using upload sprite.



- Let's add the costumes for the Key a sprite as follows.
- For that, first click on the costumes tab and add the sprite mentioned as Key b using upload costumes.
- Then the images collected for the costumes will be displayed as shown in the image below.

- Set the X position, Y position and size for that sprite as follows.

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❖ Add the sprite named bomba using upload sprite.

- Set the X position, Y position and size of the sprite as shown in the diagram below.





❖ Add the sprite named G_over.

- Set the X position, Y position and size of the sprite as shown in the diagram below.





❖ Let's prepare code.

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❖ Set the X position, Y position and size of the sprite as shown in the diagram below.

- When you click on the green flag, the Box 1 sprite should be hidden. The X position of the Box 1 sprite should be between (-180) and (200). A clone should be created in the Box1 sprite for 3 out of 3 seconds. For that, prepare the code as follows.

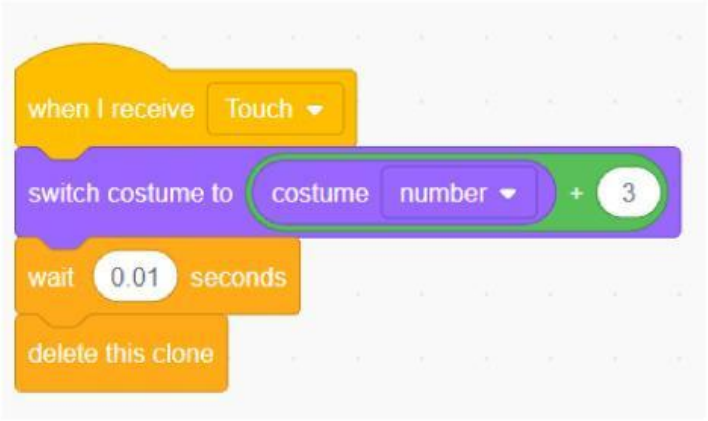


❖ Set the created clone to show and the position of that clone to 90 degrees. 1 to 3 costumes can be created randomly. The Y position should be continuously changed by (-5) and if the Y position is less than (-150), let's set the code to make the Y position 140.



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❖ When you receive a message as a touch, add 3 to the number of the costume and you should get the costume corresponding to the number you receive. The costume should be deleted in 0.01 seconds.

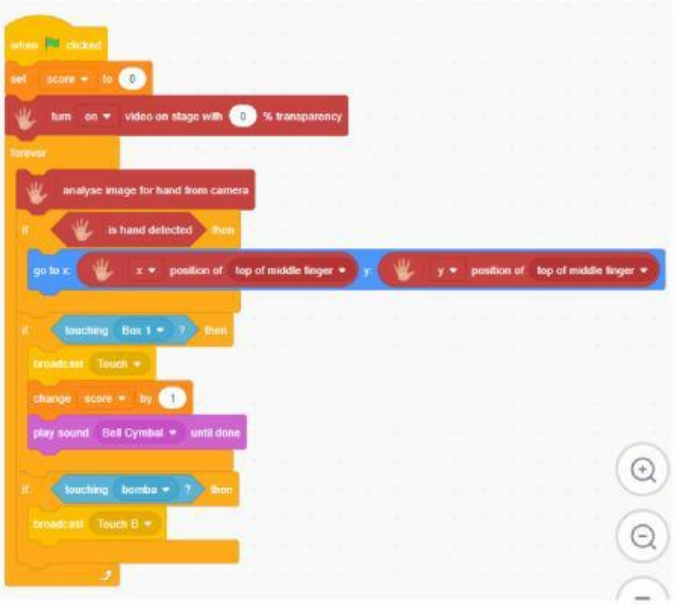


❖ Let's prepare the code for the key a sprite.

❖ Prepare the code so that the following events occur when the green flag is clicked.

- • Set a variable as Score and give its initial value as 0.
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- • The camera should also be on.
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- • Continuously analyzes your hand with the camera.
-
- • If your hand is detected, give the position of the upper thumb of your hand for the X,Y position of this sprite.
-
- • When this sprite touches the Box1 sprite, a message as Touch should be broadcast. And the value of the score variable should increase by 1. A bell cymbal sound should be heard.
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- • When this sprite touches the bomba sprite, a message as Touch B should be broadcast.

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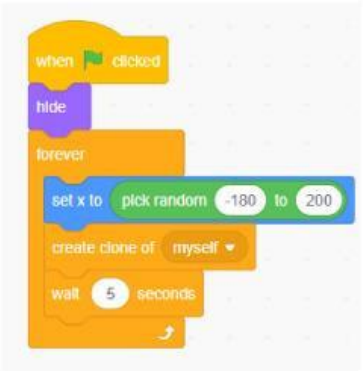


❖ When a message is received as a touch, the costume of the key sprite should change to key b and in 0.03 seconds the costume should change to key a.



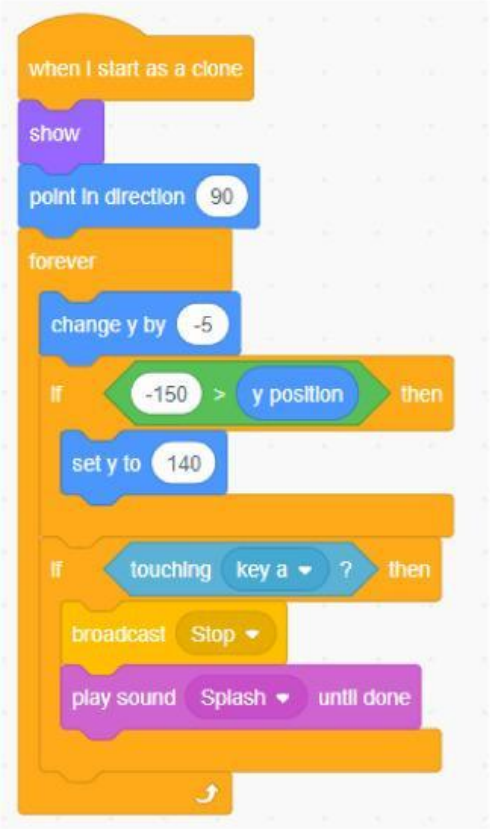
❖ Let's prepare the code for the Bomba sprite.

❖ When you click on the green flag, the Bomba sprite should hide. Its X position should be between (-180) and (200). A clone should be created in the Bomba sprite at 5 out of 5 seconds. For that, prepare the code as follows



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❖ Set the created clone to show and the position of that clone to 90 degrees. The Y position should change continuously by (-5) and if the Y position is less than (-150), let's adjust the code to make the Y position 140. When the Bomba sprite touches the key sprite, a stop message should be broadcast and the splash sound should be played.



❖ Let's prepare the code for the game over sprite as follows.

❖ Prepare the code to hide the Game over sprite when you click on the green flag.



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❖ When you receive a message as Stop, prepare the code to show the Game over sprite and stop all events.



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